

Frontlines Fuel of War Game Manual

Utility Page (Contents, Warnings, etc.)

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What if our global energy supply ran out sooner, rather than later?

The World of Frontlines: Fuel of War

How We Got Here

Wayne Andrews, AP News – Submitted, Feb, 29, 2024

Oil. Practically every facet of our modern civilization depends on it. So what would happen if it ran out?

That's exactly what happened in 2024. Well, it didn't happen all at once, like someone turning off the faucet. No, it happened slowly. It started in the summer of 2006. That's when the international demand for oil surpassed the ability of oil producers to pump more to keep supply ahead of demand. 'Peak Oil', they called it.

In hindsight, it should have been hard to miss what happened next. The price of oil jumped from \$25 to \$70 per barrel. Aside from paying more for gas, no one seemed to notice. It was conventional wisdom that the price would go down again. But instead, oil prices began an irrevocable rise that slowly began to weigh on global economies and advance energy to the forefront of national policies.

At first it was just a recession; prices went up, earnings went down, people tightened their belts and waited for it to pass. But it didn't. Recession slowly gave way to depression. Unemployment soared, businesses failed. Globalized trade started to slow. By 2012, the economies of the developed nations were sagging under unemployment lines and failing finances. Automobiles became a luxury, as did long distance travel, or even just the sight of planes in the sky. People got by with less. Micro-economics, whether it was wind or solar power, back-yard farming, or 'garage' manufacturing with recycled materials, kept people alive.

In the third world depression and global climate change resulted in darker, more cataclysmic events. Huge populations of refugees, fleeing starvation, disease, or environmental disaster, went on the move causing disruption, chaos, and conflict. Entire nations crumbled, and bodies started to pile up. The world watched as the big kill-off began, the lucky ones sighing "thank god it's not me".

As the second decade of the century advanced, the oil depression lead to political turmoil around the world, but the Middle East, the global oil reservoir, was the worst affected. Religious, cultural, and political divisions led to cataclysmic violence and arbitrary destruction on a massive scale. The horrible climax came in 2014 when western forces used tactical nuclear weapons to defend oilfields from a revolutionary army, leading to catastrophic casualties and transforming several important oilfields into radioactive dead zones. Subsequently, governments fell, and anarchy arose. Mobs, death squads, and religious purges reduced much of the region, and the world to a pre-technological, tribal wasteland.

In the developed world, things worsened. The people could live with black-outs and electricity rationing, but they weren't ready for food riots, outbreaks of virulent disease, or the collapse of the environment. The hospitals filled up. Once unthinkable, people got used to seeing starvation and death on their own city streets, and just tried to survive. As it stretched on, the depression came to be known as the 'new dirty 30's', and it made the old one seem easy.

Desperate for energy, the superpowers, the United States, Europe, Russia, and China, found themselves in a stand-off over the world's last reserves of oil; the Caspian Basin in Central Asia. There wasn't enough for everyone, and none could get it by themselves. So they hastily allied into two superpower blocks: The Western Coalition, comprising the US and EU, and the Red Star Alliance, formed by Russia and China. Each side deployed sophisticated satellite missile defense systems that rendered long distance nuclear combat obsolete. Therefore, they had to fight with

conventional armies. Both sides undertook a massive build-up. Soldiers were conscripted and shipped out, vehicles rolled off the assembly lines, the last few barrels of fuel in their tanks. The region is a tinderbox, with each side fortifying their oilfields, and eyeing each others. Everyone knows it's just a matter of time until someone fires the first shot.

The answer we've found to the question, 'what would happen if it ran out', seems to be that men fight over the last few drops.

System Requirements

Minimum System Requirements:

- ☒ Windows® XP or Vista®
- ☒ 2.8 Ghz Intel Pentium 4 or equivalent
- ☒ 512 MB RAM
- ☒ 15 GB of uncompressed free hard drive space
- ☒ DirectX® 9 compatible sound card
- ☒ ATI Radeon X850 or nVidia GeForce 7300
- ☒ DVD-ROM drive
- ☒ Keyboard, Mouse

Recommended System Requirements:

- ☒ 3.2 Ghz Intel Pentium IV or equivalent
- ☒ 1 GB RAM
- ☒ 256 MB NVIDIA GeForce 7800GTX series or better
- ☒ Creative Labs X-Fi Sound Card

Installing the Game

To install Frontlines: Fuel of War:

1. Close any programs you have open, including virus scanners, email clients, and file sharing applications.
2. Insert the Frontlines: Fuel of War DVD into your DVD-ROM Drive.
3. The Autorun menu will appear.
 - a. If the Autorun menu does not automatically appear, click the Windows Start button, then click Run
 - b. Enter "D:\Autorun" in the Run dialog box, then click OK (Replace "D:" with the appropriate letter if your DVD-ROM is not mapped to "D".)
4. From the Autorun menu, click the INSTALL button.
5. Follow the on-screen steps to complete the installation process.
6. Save your DVD installation key, as you will need it to complete the installation process.

Starting the Game

To Start Frontlines: Fuel of War:

1. Close any programs you have open, including virus scanners, email clients, and file sharing applications.
 - a. For additional performance enhancers, see Performance Tips and Tricks on page 12.
2. If you have not yet inserted the Frontlines: Fuel of War disk into your DVD-ROM drive, do so and then click "Play Game" from the Autorun menu.

- If you have already inserted the Frontlines: Fuel of War disk into your DVD-ROM and your installed Operating System is Windows XP, click the Windows Start button, then select All Programs → THQ → Frontlines: Fuel of War → Play Frontlines Fuel of War.

If your installed Operating System is Windows Vista, please refer to the Games Explorer.

Note: If you have not done so, you must close all open programs and background tasks in order for Frontlines: Fuel of War to run properly.

Controls

General Gameplay & Communications	
Action	Command
Display Loadout / Spawn Menu	Enter
Display Full Screen Map	M
Toggle Map Zoom Level	N
Toggle Display Scoreboard	Tab
Display Squad Interface	X
Display Weapon Pie	Q
Global Chat	J
Team Chat	K
Squad Chat	L
Screenshot	F12

Infantry Controls	
Action	Command
Forward \ Backward	W / S
Strafe Left \ Right	A / D
Look \ Aim	Mouse Look
Sprint	Shift Key (Hold)
Jump	Space
Parachute (While in Air)	Space
Crouch	(Hold) Left Control
Prone (Toggle)	Z
Interact	E
Pickup weapon	(Hold) R
Primary Fire	Left-click
Secondary Fire / Zoom	Right-click
Change Weapon	Mouse Wheel up/down or 1 - 6 Keys
Reload	R
Throw Grenade	G
Melee	V

Land Vehicle Controls	
Action	Command
Accelerate	W
Steer Left	A
Steer Right	D

Decelerate \ Reverse	S
Aim turret	Mouse
Powerband	Shift Key (Hold)
Handbrake	Space Bar
Enter / Exit Vehicle	E
Toggle 1st / 3rd Person View	C
Change Seat Position	F1 - F5
Primary Fire	Left-click
Secondary Fire	Right-click
Target Sharing	Mouse Wheel click
Zoom	V
Deploy Flares	F

Helicopter Controls	
Action	Command
Collective (Up / Down)	W/S
Rear Rotor (Yaw)	A/D
Pitch	Mouse Up/Down
Roll	Mouse Left/Right
Powerband	Shift Key (Hold)
Toggle 1st/3rd Person View	C
Enter / Exit Vehicle	E
Change Seat Position	F1 - F5
Primary Fire	Mouse Left Button
Secondary Fire	Mouse Right Button
Target Sharing	Mouse Wheel click
Zoom	V
Change Secondary Weapon	Mouse Wheel, 1 - 2 Keys
Deploy Flares	F

Jet Aircraft Controls	
Action	Command
Thrust (Forward)	W/S
Rudder (Yaw)	A/D
Elevators (Pitch)	Mouse Up/Down
Ailerons (Roll)	Mouse Left/Right
Afterburner	Shift Key (Hold)
Toggle 1st/3rd Person View	C
Enter / Exit Vehicle	E
Change Seat Position	F1 - F5
Primary Fire	Left-click
Secondary Fire	Right-click
Tertiary Fire	Mouse Wheel click
Zoom	V
Deploy Flares	F

Squads

Squads allow a group of up to 4 players to band together for enhanced teamwork!

The benefits of being in a squad are many: Squads get their own private chat channel, the positions of squad mates are always highlighted on the map in order to make them easier to find, the squad leader is able to send commands and highlight targets for his squad mates and last but not least, the squad leader may be used as a mobile spawn point as long as he's alive; Make sure to cover your leader!

Creating a Squad

Forming your own squad is easy. Press **X** at any time in game to display the squad interface and select **"Squad Management"**.



This will display a list of players on your team which are available to join your squad. Selecting them will place a checkmark by their names indicating that you've chosen to invite them to your squad.

Click the confirm button when done and your squad will automatically be created when at least one player accepts your invitation.



Note: Leaving a squad that you created will dissolve it.

Joining a Squad

There are two ways to join an existing squad.

Squad leaders can send you invitations to join their squads. When this happens you will be presented with a prompt similar to the one displayed below. You can accept or decline the invitation or ignore any future requests from that player.



Selecting the Join Squad option in the squad interface will bring up a list of existing squads with available player slots. To ask a squad leader to join, select his name in the list and click the confirm button to send a join request. You should be notified of the squad leader's decision shortly. Should it be positive, you will automatically join his squad.



Note: Squad leaders may not join another squad before disbanding their own.

Squad Commands

Squad leaders have a set of commands which they can send to their squadmates by accessing the squad interface.

Sending a squad command will place markers both on the HUD and mini-map of all squad members based on the leader's reticule position at the time of issuing. If the leader issues a command with a unit targeted, the markers will be attached to that unit and will follow its position.



Note: Only squad leaders have the abilities to broadcast squad commands.

Setting up the Game

Options

The options screen allows you to customize various settings in order to tailor your FFW experience to your needs.

HUD Preferences: Enable or disable various HUD elements such as the mini-map, help text prompt and more.

Controls: Modify the mapping for General, Infantry, Land and Air vehicle controls.

Difficulty: Set the difficulty level of single player missions between Easy, Normal or Hard.

Video: Options include aspect ratio, gamma control, screen resolution and quality settings for miscellaneous in-game settings.

Audio: Adjust the master, music and sound FX volumes and adjust the sound channels settings.

Playing the game

Player Setup screen

The player setup screen is displayed when you first join a game and every time you die. From here you can select your weapon loadout, role specialization and spawn point. Clicking deploy once your selections are completed will spawn you onto the field.

Team selection →		
Weapon Loadout selection →		← Spawn point selection
Role Specialization selection →		← Deploy button

Game Screen

The game screen consists of various elements to keep you informed of your soldier's status and game events.

Damage indicator. Displayed when getting hit, also displays the direction from which you are being attacked→	Ticket count and game timer.		← Mini-Map
→ Off-Screen Objective position & distance marker			
	Stance & Ammo meter display	Objective position & distance marker	← Objective progression meter ← Role ability indicator. Displays available abilities and role progression meter.

Mini-Map

Your position Squad leader's order Vehicle / Aircraft / Drone Team owned objective Hostile owned objective Neutral objective Teammate Squadmate Hostile unit		Color Legend: Blue: Your Team Green: Your Squad Red: Enemy Team Grey: Neutral / Empty
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Switching Weapons

You can either use the number keys, the mouse scroll wheel, or the **Weapon Selection Pie** to switch weapons (see Controls on page 4 for default key mappings).



To use the Weapon Selection Pie, hold **Q** and move the mouse in the direction of the desired weapon. Once you have the desired weapon highlighted, release **Q** to select it.

Weapon Loadouts

FFOW offers 6 different weapon loadouts to choose from, in their Western Coalition or Red Star Alliance variations.

[Loadout Icon] Assault

Standard weapon loadout used by most of the grunts on the frontline.

- Assault rifle comes equipped with grenade launcher attachment
- Pistol
- Frag Grenades

[Loadout Icon] Heavy Assault

When extra firepower is required, the heavy assault rifle sacrifices some accuracy for a higher rate of fire.

- Heavy Assault Rifle
- Pistol
- Frag Grenades

[Loadout Icon] Sniper

Silent but deadly, the sniper can take down infantry targets from miles away while keeping his hiding spot secured with proximity mines.

- Sniper Rifle
- Pistol
- Proximity mines

[Loadout Icon] Anti-Vehicle

The bane of armored vehicle operators, the AT can deploy land mines or lock onto a target with his rocket launcher and select the trajectory of his rocket to ensure maximum efficiency.

- Rocket Launcher
- Pistol
- Land Mines

[Loadout Icon] Special Ops

The highly versatile spec-op is effective at both short and long range, thanks to his scoped smg. His C4 charges can also be used to lay down deadly traps for his opponents.

- Sub-Machine Gun
- Pistol
- C4

[Loadout Icon]Close Combat

Close quarter combat specialist, the close combat loadout is the most efficient at clearing and securing tight locations.

- Shotgun
- Pistol
- Frag Grenades

Roles & Ranking

In addition to picking his weapon loadout, your soldier must also select a role specialization which will give him additional abilities.

New role abilities are unlocked by earning "Role Points" which can be earned through kills, use of role equipment and capturing objectives.

[Role Icon]Ground Support

Essential to any well balanced team, the ground support has the ability to repair vehicles and secure defensive positions by deploying anti-infantry and anti-vehicular weapon stations.

[Role Icon]EMP Tech

Specialist in thwarting enemy technology, the EMP technician is invisible to the enemy's detection scans or equipment, thus never appearing on the mini-map. Additionally, he can launch various devices which can disable enemy vehicles, drones and prevent hostile air strikes from being called in a particular area.

[Role Icon]Drone Tech

Master of robotics, drone technicians have the abilities to deploy and control drones for the purpose of reconnaissance, vehicle destruction and all-out assault.

[Role Icon]Air Support

The air support specialist has the ability to call for a variety of long-ranged aerial assault weaponry, allowing him to target a single unit or cover a large area.

Online Setup & Play

***Disclaimer:** Some features of the online game may be changed, added or removed at any time due to patching.*

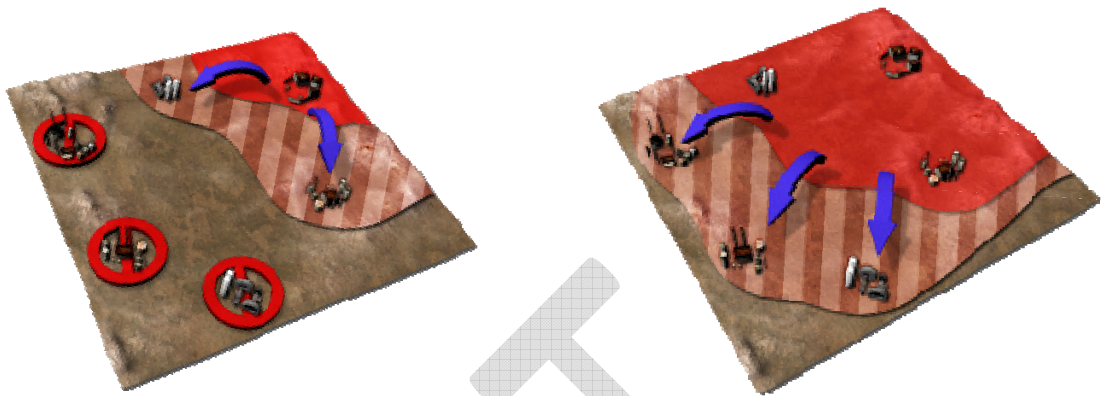
Game Modes

There are two online game modes: Frontlines and Conquer

Frontlines

In FFOV's flagship game mode, Frontlines, your goal is to advance the front deeper into enemy territory until your team has ownership of every objective in the map.

All objectives at a given level of the front must be captured before the front can advance, thereby forcing players to concentrate their efforts, and the action, at the current frontline in the map. This mode focuses the action at the current Frontline, preventing the sparse 'wandering action', and extended travel times seen in other games.



Creating your online account

When first attempting to login to play FFWO online, you will be prompted to create an online account. You will need to enter some basic information: Account name, email address, password and DVD installation key.

Note: You will be able to change this information in the future by returning to the login screen.

Joining an online or LAN game

Selecting browse game under the appropriate menu will bring up the server browser and a list of available servers for you to join. The list can be sorted by clicking on the names of the various categories found on the server browser page (host name, ping, game mode, map, etc.).

Creating an online or LAN game

Set up a game to play online or on a LAN by selecting the 'Create Game' option of the appropriate menu. The options for creating a game are self-explanatory; refer to the in-game help text for additional information.

Once the set up has been finalized, your server will now be visible to other players looking to join a game via the server browser screen.

Performance Tips and Tricks

System Requirements

It is highly recommended that your PC meets or exceeds the Minimum Requirements for Frontlines: Fuel of War. You can find this information on the outside of the box, or in the System Requirements section on page 3.

Background Tasks

There may be programs running on your PC that can use up resources and hurt the performance of Frontlines: Fuel of War or prevent it from running entirely. To close "Background Tasks" not visible in your Windows Taskbar:

1. Hold down the "ctrl" and "alt" keys and hit the "Delete" or "Del" key. The Windows Tasks Manager will appear.
2. Click the Processes tab. You will see a list of all the Background Tasks currently running.
3. To sort all the processes together by user name, click the User Name column heading.
4. Select an item with a user name
5. Click END PROCESS. If you see a warning message, click YES. The selected Background Tasks will disappear from the list.

Note: DO NOT end the **explorer.exe** or **taskmgr.exe** processes. Additionally, **DO NOT** end processes from SYSTEM, LOCAL SERVICE OR NETWORK SERVICE.

6. Repeat steps 4 and 5 as necessary, until explorer.exe and taskmgr.exe are the only remaining tasks.

Please note that shutting these programs down will increase the performance of Frontlines: Fuel of War, but will not be running when you exit the game. It is recommended that you reboot your machine after you play Frontlines: Fuel of War, so that the programs are reinitiated for standard PC use.

You may also need to disable an anti-virus or crash guard programs in order to run Frontlines: Fuel of War:

1. Locate the icon for the program on the Windows Taskbar
 2. Right-click the icon and locate the "disable," "close," or relevant option.
- Note:** that these programs may continue to be disabled until you reactivate them.

Video & Sound Drivers

Outdated drivers can severely impact the performance of Frontlines: Fuel of War or prevent it from running entirely. To ensure that you are able to fully enjoy Frontlines: Fuel of War, check and make sure that you have the most updated video and sound drivers. You can find these drivers at your hardware manufacturers' website.

Internet Performance Issues

File sharing, streaming, or chat programs can cause problems with online play. Be sure to close any programs that use the internet when launching Frontlines: Fuel of War. You may need to close these programs from your Windows Taskbar, or close any associated applications that run in the background.

Appendix A: Story timeline

This timeline will appear along the bottom of the manual, starting on page 2. The specific layout will define our word count restrictions, so once we have that information, we will pare down these entries accordingly.

- 2006 Peak Oil reached, the 'Long Emergency' begins.
- 2007 Ukraine joins EU, other former soviet states follow.
- 2008 Iraq collapses, becomes US protectorate, oil exports secured.
- 2008 First global pandemic kills thousands, outbreaks continue for years.

2008 Permanent US/NATO bases in Afghanistan.

2009 Georgian Republics join EU against protestations of Russia.

2009 Shia/ Sunni civil war spreads across Middle East from Iraq.

2009 Indecisive first war between Iran and Saudi Arabia.

2009 Pakistan civil war, NATO props up government.

2010 Economic and military conflict between US and Venezuela.

2010 China brutally crushes pro-democracy movement.

2010 South American Free Union formed, supports Venezuela.

2010 EU fortifies Turkey, Azerbaijan, and Georgia.

2011 China, Iran sign deal to trade arms and oil.

2011 Western Powers arm Saudi's against Iranians, insurgents.

2011 Wars, oil shortages, disease, environmental degradation cause global recession.

2012 Recession causes severe, violent political unrest in China and Russia.

2013 Iran/Saudi war spreads across region, nations disintegrate, anarchy ensues.

2013 Climate change ends seasonal weather predictability, crops start failing.

2013 Massive starvation in Africa, nations crumble, wide spread anarchy.

2013 Israel arming Iran/Saudi each against other, both retaliate against Israel.

2013 Pakistan disintegrates into chaos and tribalism, NATO intervenes.

2013 Turkmenistan ships oil to West via Afghanistan, Pakistan.

2014 Three way nuclear war decimates Israel, Saudi, and Iran.

2014 Middle Eastern oil production declines precipitously.

2014 Floundering global economy slides into full scale depression.

2014 Global warming causes oceans to begin to rise.

2014 Continent wide North American Union formed.

2015 Caspian oil makes Central Asia 'New Middle East'.

2015 Constant mid-intensity conflict between North and South America.

2015 Widespread civil unrest in Europe and North America.

2015 South America surprisingly strong with Chinese backing.

- 2015 Border conflicts between China and India, latter joins NATO.
- 2015 Russia, China form Red Star Alliance (RS), share military, economic resources.
- 2015 Caspian nations play superpowers off each other.
- 2016 Superpowers become military police states.
- 2016 Attempted jump start of developed economies fail, depression deepens.
- 2016 Missile defence makes North America invulnerable to strategic weapons.
- 2016 Continuing pandemics cause casualties in hundreds of millions.
- 2016 NATO members plus India form the Western Coalition (WC).
- 2017 Powers leave Middle East, region disintegrates into tribal wasteland.
- 2018 Starvation becomes commonplace in developed countries.
- 2018 Global depression more or less permanent.
- 2019 Turkmenistan, Kazakhstan, Uzbekistan, Tajikistan join RS.
- 2019 Catastrophic weather kills millions, leaves many regions uninhabitable.
- 2020 RS deploys missile defence shield, nuclear arsenals obsolete.
- 2020 Superpowers initiate conventional military build up in Central Asia.
- 2020 Superpowers escalate military build up in Central Asia.
- 2021 Treaty ends inconclusive conflict between RS/WC in South Asia.
- 2021 Turkmenistan stuns Red Star allies, joins Western Coalition.
- 2023 Turkmen oil flows to WC, benefits desperate populations.
- 2023 Pacific super-hurricane devastates west coast from Alaska to Portland.
- 2024 Oil Wars start.